

Alican Alkan

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Summary

Enthusiastic Software Engineer with a focus on Unity Engine and strong proficiency in C# and object-oriented design. Experienced in Unity Addressable and Asset Bundle Management, mobile game development, and Agile/Scrum methodologies. Adept at maintaining legacy code, resolving bugs, and integrating innovative gameplay mechanics. Skilled in managed backend services. Fluent in English.

Experience

Lostctrl | İstanbul, Beşiktaş

Game Developer | 01/2023 - 04/2024

- Executed the integration of novel gameplay mechanics and events, encompassing the creation of a Season Pass for [Nora's Ark](#).
- Diagnosing and maintaining the legacy code base to ensure game stability and performance.
- Deployed and managing asset bundles to ensure seamless game updates and content distribution.
- Implementation of new UIs and optimizing old ones to enhance user experience.
- Collaborated closely with the QA team to pinpoint and resolve bugs, ensuring a release devoid of any issues.
- Development Social network SDK Implementations.(Google play Games & Game Center) and version control.

Pavia Metaverse (www.pavia.io) | London

Remote Unity Developer | 01/2022 - 11/2022

- Building builder tool for the user parcels. Import GLB models in runtime with microservices.
- Designed and implemented internal tools to enhance team productivity and optimize development workflows.
- WebGL viewer for collections. Performance friendly shaders.
- Developed and maintained game systems, including character controllers, AI behavior, and interactive elements.
- Firebase & Google Cloud authentication , Cloud save and Social features.

RezervYazilim | İstanbul, İstanbul

Unity Developer | 01/2021 - 12/2021

- Development kids friendly mini-games. Implemented features such as in-app purchases, achievements. SDK implementation. Social architectures implementation.
- Editor Utilities. Level editor, Scene editor.
- Development Unity Addressable and manage. Cloud builds. Development remote packages.
- Asynchronously data loading and animations.

Videoyun | İstanbul, İstanbul

Developer | 01/2019 - 01/2021

- Version control systems. Core game mechanics development.
- UI integrations.
- Experience with some 3D math algorithms etc(https://rosettacode.org/wiki/Shoelace_formula_for_polygonal_area)
- Social network development.

Skills

Git, Unity Addressables, C#, DOTween, Unity, Asset Bundle, JavaScript, Debugging, Lua, .NET, Javascript, GIT, REST, Golang, Analysis Skills

Education

İSTANBUL GELİŞİM ÜNİVERSİTESİ | İstanbul, Avcılar

Ucak Govde Motor Bakim | 06/2018

Mehmet Akif Lisesi | İstanbul, İstanbul

High School | 12/2014